



Super GAME BOY™

Nintendo®

Official
Nintendo
Seal of Quality

THE COMPLETE GUIDE TO THE COLORFUL SIDE OF GAME BOY

Super
GAME BOY

WARNING!

1. The Super Game Boy is made of delicate electrical parts. Be careful not to drop, hit, or otherwise abuse the Super Game Boy. Don't expose the Super Game Boy to extreme hot or cold.
2. Don't store your Super Game Boy in a humid place, on the floor, or in any place where it could collect dirt, dust, or lint.
3. Don't clean the player with benzene, paint thinner, alcohol, or any other solvent.
4. Always store the Super Game Boy in its protective cover when not in use.
5. Before inserting the Game Pak connector into the Super Game Boy, always check for foreign material.

Thanks for selecting the Super Game Boy! Your new system is fully compatible with the Super Nintendo Entertainment System. We hope that this guide helps you to get the most out of your Super Game Boy. Look it over before you begin using the player, and keep it handy to help you answer questions in the future.

Please carefully read the consumer information and precautions booklet included with this product before using your Nintendo hardware system, Game Pak, or accessories.



This official seal is your assurance that Nintendo has reviewed this product and determined that it has met our standards for excellence in workmanship, reliability, and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



Super GAME BOY™

CONTENTS

Connection and Usage.....	2
Options.....	4
Custom Colors.....	6
Changing Borders.....	7
Customizing Colors.....	8
Super Game Boy Games.....	14
Super Mario Land.....	16
Super Mario Land 2: (6 Golden Coins).....	20
Super Mario Land 3: (Mario Land).....	26
Donkey Kong.....	32
Metroid II: Return of Somus.....	38
The Legend of Zelda: (Link's Awakening).....	44
Kirby's Dream Land.....	52
Kirby's Pinball Land.....	58
Tennis.....	60
World Cup.....	62
Alleyway.....	64
Dr. Mario.....	66
Yoshi.....	68
Tetris.....	70



STAFF

Publisher Editor in Chief Selling Director Selling Staff	Shigeru Ohya Ron G. Lott Susanne Robinson Christie Hill Mayes Andrew D. Kahnberger Marcus Merrill Jeff Rosenberg Waltering Scott Michael Hood Re Inel Amanda Simon Stephany Sulzberg Teri Swaine Talia Tomasko Teresa Kato Yoshiko Nishizawa Kae Egawa Nancy K. Ryan Mark Hosen Co. Ltd.) Makiko Ohno KIM BROWN
---	---

Layout	Kenichi Ohnishi Shig Kanakawa Yoshiko Kodaira Shiro A. Rice Craft Cristina Carr-Gonzalez Matsuo & Rudolf Ernst Friedrich S. C. Co. Ltd. Yoshino Köster Beutensdruck Sunderland Chris Sims Michael J. Selske Jill Wiggins Susan Swinkson Lisa Bricker Kathy Perkins Tad Bird Gary Ford Yvonne Rowan
Color Specifications Writers	
Typography	
Photo	
Electronic Progress	
Translators	

The Super Game Boy Players Guide is published by Nintendo of America Inc. in cooperation with Teleme Station Publishing Co. Ltd. The Super Game Boy Players Guide is published at \$2.98 in the U.S.A. (\$3.95 in Canada) by Nintendo of America Inc., 4200 130th Ave. N.E., Redmond, WA 98052. ©1993 by Nintendo of America Inc. All rights reserved. Nothing that appears in the Super Game Boy Players Guide may be printed or reprinted without express written permission from Nintendo of America Inc. Printed in the U.S.A. Nintendo is a registered trademark of Nintendo of America.

Nintendo

Nintendo of America Inc.
P.O. BOX 957
Redmond, WA 98052

Connection And Usage

The embrace of Super NES and Super Game Boy present consumers with a wide range of possibilities for their installation (continued)



THE INSTALLATION OF THE SUPER GAME BOY

Inserting the Game Pak

The first step to new entertainment with the Super Game Boy is correctly inserting the Game Boy Game Pak into the Super Game Boy with the label facing the front.

GAME BOY GAME PAK



Insert the Game Pak so that the label is facing the front. The Game Pak should be inserted the same as it is in the Game Boy.

SUPER GAME BOY



Insert the Super Game Boy so that the Super Game Boy unit is facing the front. Refer to the Super NES Instruction Manual for information about connecting your Super NES.

INSERTING THE SUPER GAME BOY

The next step is inserting the Super Game Boy into the Super Nintendo Entertainment System. Make sure that the Super NES power is off before you insert the Super Game Boy into the opening of the Super NES Control Deck.

SUPER NINTENDO
ENTERTAINMENT SYSTEM



TURN IT ON

After you've inserted the Super Game Boy into the Super NES, turn the Control Deck on. If everything is connected correctly, the Super Game Boy logo will appear on the screen. If something is not connected properly, an "X" mark will appear on the screen.



An "X" mark means that the Super Game Boy is not properly connected.



When the Title Screen of the game appears, you are set to go.

CONTROLLER OR MOUSE?

Insert a Super NES controller into Port 1. You can either use Port 1 to play your games, or have it plugged in so that you can use the other Super Game Boy options. The Super Game Boy will only work if a controller is in Port 1 or in Port 2 and Port 2. You can insert the Super NES Mouse into Port 2 if you want to enhance the control of the Super Game Boy.



THE USE OF THE LEFT AND RIGHT BUTTONS

Press the Left and Right buttons simultaneously to open the Super Game Boy System Window.

RIGHT/LEFT CLICK

Click the right and left buttons of the Super NES Mouse simultaneously to open the Super Game Boy System Window.



X BUTTON

The X button will switch back and forth between the game's default color palette and your own.



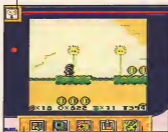
An Abundance of Options



THE MAIN MENU

To open the System Window, press the Left and Right buttons at the same time. If you're using the Mouse, click the Left and Right mouse buttons at the same time. The Control Pod (or Mouse) will now control the cursor and allow you to choose one of the many options.

CONTROLLER OR MOUSE INDICATOR



BORDER

GAME-PLAY WINDOW

SYSTEM WINDOW

A WORLD OF POSSIBILITIES!

The Super Game Boy gives you so many choices, it's like playing a game itself! You begin with five possibilities to choose from when the System Window is opened. Each choice is represented by a small picture, or icon, on the screen.

COLOR PALETTE ICON



The Super Game Boy allows you to choose from one of the 32 stored color combinations consisting of four colors each. Choose a combination that enhances the graphics and adds to the theme or style of the game.

CUSTOM COLOR ICON



If none of the color combinations seem to fit the game, Super Game Boy lets you create your own customized color palettes.

BORDER ICON



The Super Game Boy also lets you add a decorative border to your game. How about an old movie theater? Or, perhaps an outdoor scene fits the game better? You make the choice!

GRAFFITI ICON



The Graffiti icon lets you create your own border. With either a thick or thin pen, you can draw a field of mushrooms for Mario or a stellar design for Metroid 2. You can even draw on the game window itself!

CONTROLLER SET-UP ICON



You can set up your controller with two different button configurations. Decide which functions each of your buttons will control. Try each setup to see which works best for you.

CURSOR



The cursor you see on the screen lets you choose options and change the setup of your Super Game Boy. Depending on the screen you're on, it looks like a pen, a finger or an arrow.

USE OF CONTROLLER OR MOUSE

DIFFERENT OPTIONS

B BUTTON

With the B button you can change the color palettes or select other tools in the System Window of the Super Game Boy.

LEFT BUTTON (CLICK)

By clicking the left button, you can activate a selected icon, use a selected tool, or change a palette.



CONTROL PAD

You can use the Control Pad to move the cursor over the screen in any direction.

A BUTTON

With the A button you can activate a selected icon, use a selected tool, or change a palette.

RIGHT BUTTON (CLICK)

By clicking the right button, you can change a palette.

BUTTON SETTINGS

Would you like different button settings than the given ones? Then select the Button Setting icon from the System Window, and press the A button to activate it. In the Button Setting Window, you can choose from two button settings for your Controllers.

TYPE A



TYPE B

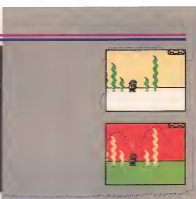


BUTTON
SETTING
ICON

BUTTON
ICON

BUTTON
ASSIGNMENT
DIAGRAM

Custom Colors



COLOR SWAP



Choose your color palettes wisely to make sure the color enhances the graphics. Here are two examples of stored color combinations. You can see...

To change the color of your Super Game Boy screen, select the Color Palette Icon. The Custom Color

Window will appear. You can now choose from up to 32 different color palettes that have been preset.



what a difference combinations can make.



COLOR PALETTE ICON



SGB ENHANCED COLOR ICON



COLOR PALETTE GROUP SWITCH ICON



CUSTOM COLOR ICON

PRESET COLOR COMBINATIONS

Many recent Game Boy games have suggested color schemes programmed into them to take advantage of the Super Game Boy. These color schemes are carefully chosen by the programmers to enhance the contrast on the screen so that the action looks sharp and realistic. For older games, you'll have to choose a preset combination of colors or create your own. To the right, you'll see four examples of existing games using colors that match the game's theme. On the following pages of this guide, you will see more combinations like them.



Nintendo GAME BOY



Nintendo GAME BOY



Nintendo GAME BOY



Nintendo GAME BOY

Changing Borders

The Super Game Boy automatically gives each game the basic SGB border. If you want to choose another border that better fits the game, you can change the border in the System Options Window. Move the cursor to the Border Icon and press the A Button to open the Border Window.



CHOOSING A BORDER

The Super Game Boy automatically gives each game the basic SGB border. If you want to choose another border that better fits the game, you can change the border in the System Options Window. Move the cursor to the Border Icon and press the A Button to open the Border Window.



You can choose from nine different borders stored in the Super Game Boy's memory. Try each of these and look for their associated sequences!



A well-chosen border can help a game feel flashy and fast-paced or dark and mysterious. It's all up to you!



BORDER ICON



SGB ENHANCED BORDER ICON

Only some games are programmed with SGB enhanced borders.



GRAFFITI ICON

NINE BORDERS TO CHOOSE FROM

The Super Game Boy has nine different borders already designed and in the system. Use the cursor to select a border, then press the A Button. You can see how each of the different borders look with your game. Once you've found one you like, press the Left and Right Buttons at the same time to close the System Window. Do you like the movie theater or the idyllic landscape better? How about that weird geometric pattern? But remember, if you decide to change the border of a game while you're playing it, be sure to pause the game first!



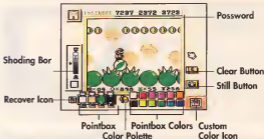
Customizing Colors

ing



MAKE YOUR OWN COLOR PICTURES

If you have an idea of how the color patterns of the games should look, then click on the Custom Color icon and use the creation view to design your own color scheme for the game. With four colors to mix and match, it may take some experimentation before you find the best combo.

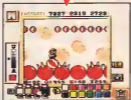


SHADING BAR



By choosing a lighter shade of a color, you can brighten up the screen while still keeping the look you like.

CHANGING COLORS



As you can see, by simply changing one color—green to red—the game looks completely different!

RECOVER ICON



If your last change wasn't what you wanted, just click on the backup button and it will erase the change.

SOME COLOR SUGGESTIONS



Using the cursor, choose one of the point colors.



Then, move over to the point palette to see if your custom colors look good. Make sure that the color doesn't conceal any of the game elements.



Now use the shooting bar to get the exact look that you want for the game.

STILL BUTTON



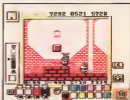
To try out different colors, press the Still button. Now, you can change colors over and over, until you find the one that you like the best.

CLEAR BUTTON



If you're not absolutely happy with your color selection, you can wipe the slate clean by clicking on the Clear button.

STORING IDEAS



Once you're satisfied with your choices, click on the Store icon to save your personalized color set-up with a secret password.

PASSWORD

Once you've found the ideal colors for your game, take note of the password at the top of the screen. When you want to use those same colors later, all you have to do is enter the password. To change your colors during a game, pause the action and open the Custom Color Window. Then, select a different color combo by changing the password numbers with the A and B Buttons. Try using different color combos in each world. As the game changes, Super Game Boy can change along with it!



Move the cursor to the password and change the number with the A and B buttons.



If you enter the right password correctly, the exact color combination you saved will once again appear.

THE BEST WAY TO GO

As you customize your game, there are a couple of things to think about if you want to get the best results. The game should not only look great, but also play great. Check out the examples on the next few pages to

see why you should select carefully and cautiously. The right colors can help you break your personal best on your favorite game. But the wrong colors can make even the easiest levels of a game frustrating.

FROM LIGHT TO DARK

Remember this golden rule: "Left, light, right, dark." Use light shades for the left side of characters and other graphic elements and darker shades on the right. Why, you ask? The reason is simple: the people who create the games design the screens using this concept. It helps the game's contrast—the difference between light and dark screen elements. If you break this important rule, you might accidentally hide certain elements, making the game difficult to play!



Stick to the "left, light, right, dark" rule to see every detail.



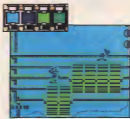
This example breaks the "left, light, right, dark" rule. And the effect? You can hardly see a thing!

VARYING CONTRASTS

The game's contrast is very important. If you have high contrast, dark things are very dark, and light things are very light. If you have low contrast, dark and light objects aren't easy to distinguish and everything becomes muddled. It can be hard to tell the good guys from the bad! To make sure you're always shooting at the right characters, don't select similar colors for the screen. Four shades of green, for instance, will make a game screen look like so much pea soup.



In this example, the colors are different enough to give the screen high contrast.



It can be fatal to use similar colors! Note how the details of the screen are hard to make out.

COLORING A SITUATION

The colors you choose should not only match the game you're playing, but the section of the game you're on, too. What's perfect for one level can create some real trouble in the next. It's a good idea to try several color combinations when you begin a game. Write down the passwords of the color combinations you like. Then, at the beginning of each new level, you can quickly choose a color that's best suited for that level.



With this eerie color choice, Mario's castle seems dark and dangerous.



But what looks cool in the castle creates problems later in the game.

FINDING NEW CHALLENGES

IGNORING A COLOR

What would happen if one of the colors on the screen just disappeared? Take Tetris, for example. Think you're pretty good? Then try this Super Game Boy challenge. Arrange the colors so that one of them can't be seen on the screen. Then, any Tetrad pieces of the color you eliminate will become nearly invisible. How's that for a challenge?



Even though you can't see it, there's a Tetrad already on the bottom line.



Once the next block has landed, you'll see where the Tetrad was.

INVISIBLE HEROES

Once you've truly mastered Super Maria Land, try changing the colors so only a shadow of the Super Plumber can be seen. If you think fighting invisible enemies is tough, try making it through a stage when you can't see yourself!



Not only is Maria nearly invisible...



...but the platforms and enemies are tough to make out, too. This option is for pros only!

IDENTICAL COLORS

Here's an even stranger idea. If you can beat Dr. Maria after selecting this color combination, consider yourself a master. What would happen if some of Dr. Maria's vitamins became completely colorless? You still know how many viruses are left in the bottle, but how do you know which color will defeat them? Only through trial and error will you get anywhere. Actually, it's completely up to the luck of the good doctor. To try this color challenge, follow the example below, and do

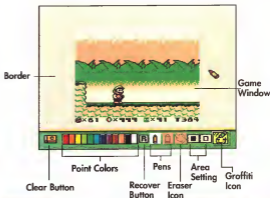


exactly what you normally shouldn't do. Make the three lighter colors of the palette black and the darker colors white. With this color combination, you'll need a lot of luck to survive!



PERSONALIZING BORDERS

Although there are nine fun borders stored in the Super Game Boy, you can create original, custom borders to personalize your game, to give it more character, or to increase the challenge! To create a customized border, move the arrow to the Graffiti icon and push the A Button. The border design station appears before your very eyes.



CLEAR BUTTON



The thin pen is especially good for detailed work.

COLORS



With a selection of 12 colors, you can create a masterpiece. Make it exactly what you want. Your imagination is your only limitation.

RECOVER BUTTON



Did something go wrong with the last change you made? Then erase it with the Recover button.

PENS



The thin pen is especially good for detailed work.



You can cover larger areas with the thick pen.

AREA SETTING ICONS



Draw your own personalized border by hand.



Not just the border—you can also point in the playing field.

GRAFFITI ICON



The Graffiti icon takes you in and out of the custom point mode.

ERASER ICON



When you want to erase something, click on the Eraser icon that looks like a hand.



Move the cursor "finger" to the section that you would like to erase.



Then, click on the Bonk icon and watch your mis-take disappear.

EVEN MORE NEW CHALLENGES

You should only do this if you're extremely familiar with the game. Otherwise, you may miss crucial parts of a level and wind up in a no-win situation. To cover part of the playing field, click on the Area Setting icon in the Graffiti Window. That allows you



This star sure doesn't make Mario invincible—quite the opposite, actually!

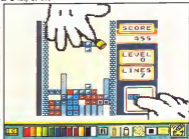
The graffiti option not only allows you to create your own borders, but it also gives you the opportunity to create new challenges for yourself. Here are just a few examples. And best of

all, you can just erase anything that doesn't meet up to your expectations. The Super Game Boy challenges your creative skills and your game playing skills all at the same time.

COVERING PART OF THE PLAYING FIELD

to draw in the playing field. Next, select one of the pens. Use the thick pen if you want to cover a lot, or the thin one if you're concerned about detail. To see how your change might look, check out the examples of Super Mario Land and Tetris. Mario, who normally has nothing against stars, which make him invincible, now finds himself hidden behind a massive one. In Tetris, draw a

mysterious magician's hand over the top of the screen—incredibly tricky!

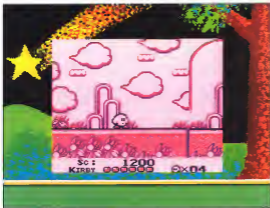


The hand covers the section that shows the coming blocks.

FOR TRUE ARTISTS

Kirby's dreamlike border may not be easy to create, but the extra effort is

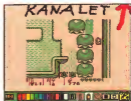
worth it. The Super Game Boy doesn't have a special Kirby border.



Custom borders aren't saved in the Super Game Boy so you may want to video tape your artwork.

TAKE NOTES

Sometimes it's impossible to remember every detail of a game, especially in adventures like The Legend of Zelda: Link's Awakening. Try using the Graffiti Option as your own personal notebook. Simply write notes in the border about what's in the surrounding area. You can scribble down clues or sketch maps to help you wind your way through a dungeon level.



Make note of the next area where you want to go.

Super Game Boy Games

Games are starting to be released that take full advantage of the awesome options of the Super Game Boy. The first such game recreates an arcade classic—Donkey Kong.



INCLUDING A FULL 13 COLORS

Of course, you can play any of the special Super Game Boy games on a regular Game Boy with no problem, but it will appear in black and white. But on the Super Game Boy, Donkey Kong looks as good as many NES or Super NES games. If a game has special features on the Super Game Boy, you'll know by the SGB symbol that appears on the game screen.



UNIQUE GAME BORDERS

Many Super Game Boy games have their own special borders. Game programmers try to create the optimum game border to set the perfect mood for game play. For instance, in the arcade classic, Donkey Kong, you're able to select a border that looks like the original arcade game. Of course, if you're not crazy about this particular border, you can still select from the preset borders or create your own.



Super GAME BOY

presents:

Color Games

With the Super Game Boy, every Game Boy game can become a colorful work of art. On the following pages, we'll show some of the classics and some new games

with different color combinations. You'll also find game tips to help get you through some of the tougher stages of each game.

Note: The colored photos you see may not exactly match what you see on your TV screen since each television is different.





That great Game Boy classic, Super Mario Land, is one game you can enhance with all the options of the Super Game Boy. Explore SML again or for the first time.

THE DARING RESCUE

Princess Daisy lived happily in her dream castle, spending her days working in her rose garden. Things were quiet and she was content. Then one day, that terrible tyrant, Tatanga, burst into the princess' happy garden and took her away to live in his dark and dreary kingdom. When Mario heard of this heinous act, he set off to rescue his longtime love. Now, he must survive the minions of Tatanga's evil army to save his beloved from a rose-less life of despair. Of course, this is no easy mission. Tatanga rules four vast kingdoms. Mario will have to search them all, for no one knows exactly where Daisy is being held!



MARIO-CLASSIC AND MORE

In order to cover all that territory while looking for Daisy, Maria must become a master pilot and first-rate sailor if he hopes to succeed. He'll use an airplane and a mini-sub at different points of the game. Because it can be so difficult to maneuver these vehicles, each is equipped with high-powered cannons!

SKY POP

In World 4-3, Maria gets to travel in style in his own personal airplane, Sky Pop.



MARINE POP

In World 2-3, Maria takes the plunge in a small but spunky mini-sub. Batten down the hatches!



WORLD 1: THE BIRABUTO KINGDOM

When Mario first came to the vast Birabuto Kingdom, he couldn't



In the picture above you can see how a few simple color changes to the Super Mario Land pyramids can make the game more exciting.

believe it! Sand, sand, and more sand—as far as the eye could see. “Ah,” thought Mario to himself, “it must be a great desert.” As Mario began to explore, he also found palm trees and pyramids. Now he was certain that he was in a land similar to Egypt. But there were the oddest creatures waiting for him, such as the bizarre Bunbun flies armed with spears!

HIDDEN LIFT!



At the entrance to the pyramid, Mario can find a hidden lift if he hits an invisible black floor from below.

FIGHTING TOTOMESU

If Mario wants to continue his journey, he's got to shower Totomesu with fireballs. He can also hop over his arch rival and flip the lever, which will send Totomesu sinking.



WORLD 2: THE MUDA KINGDOM

0727-0920-1320



Like any good underwater adventure scene, the briny depths should be colored sea-blue. Use the password you see above to get just the right shade.

In the first world, Mario found himself completely surrounded by hot desert sand. But in World 2, it's nothing but water, water, and more water! Mario has to be ready for some strange encounters. Awaiting

HIDDEN FLOORS

In the lower passage, a small Mario will find a huge cache of coins. To collect them, Mario has to use a special maneuver. Take a leap of faith and fall to the invisible floor then run right to gather the coins.



him is a horde of sea creatures the likes of which he's never seen in his heroic video game life. But, as we all know, Mario is always up for a new challenge.

DRAGON ZAMASU

This dragon must have had some hot peppers for lunch! He won't stop spitting fireballs at poor Mario. Mario will be safest at the very bottom of the screen. From there, he can fire back.



WORLD 3: THE EASTON KINGDOM

The dark and depressing Easton Kingdom is filled with underwater tombs and rocks. One look at the inhabitants of this peculiar world will bring back memories of Easter Island. Mario has his work cut out.

0842-0719-2217



These disgusting spiders are especially menacing when their web thread is colored as you see in the picture above. If you like its spooky look, use this password.

TWO HIDDEN AREAS!

On his way through the mysterious Super Mario Land, Mario can find hidden blocks, invisible floors, and hidden lifts. Though it will take a lot of luck to find them all, here are a couple of hints to help you out.



RIDING ON GANCHAN

Mario can use the Gonchons to ride over obstacles. Jump onto the Gonchon's back and ride over to the

right side of the screen. But be careful! Always keep your eyes open and be ready to jump!



You can make an invisible block appear just before you get to the spider. Get up there!



By bumping into this hidden lift block, Mario can reach the Coin Room and grab some extra coins.

THE RAGING HIYOHAI

A frightening combination of furious rage and evil cunning, the stone monster Hiyohai will annihilate all intruders with a spray of rocks. Mario has to watch out so he doesn't get pounded on the head with these stones. Hiyohai can't be defeated, but Mario can use the rocks as stepping stones to jump over Hiyohai and reach the end of the stage.



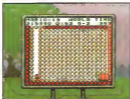
WORLD 4: THE CHAI KINGDOM

In the Chai Kingdom, Maria goes up against the curious flower, PomPom, the man-eating plant, Pakkun, Nyalin the snake, Biakintan the cloud, and other creepy creatures. Luckily, Maria finds his special jet-fighter in World 4-3, which makes things a little easier. But even with his plane, Maria will have a tough time with the head hancha, Tatanga. Naturally, he doesn't want to give up the kidnapped Princess Daisy. But Maria won't take no for an answer!



Maria streaks through the blue sky with his bright scarlet Sky Pup—a scene which is possible only on the Super Game Boy. Use the password above to achieve this color.

MONEY! MONEY!



You can't miss this in World 4-2. It leads to a valuable hidden coin room. Every hundred coins Maria collects gives her an extra life.

WARNING: HIGH CLOUDS



Mario always thought clouds were soft, puffy, helpless things, until he met Biakintan! Avoid his shots and fire a few in return to make your day a little brighter.

THERE HE IS: TATANGA!



Only great skill and dedication can help Mario defeat Tatanga! And, of course, the thought of Maria's poor Princess Daisy gives her an extra boost of super-plumber power.

A SECRET TIP: IT'S NOT OVER YET!

Here's a small tip for all those players who can get through Super Mario Land in their sleep. When you've finished the game, keep going and you'll reach the levels a second time. The difference is, they're much harder this time around! If you make it through the second adventure, you can continue play on any level you choose.

TWICE ISN'T SO NICE!



Super Mario Land is even harder and more dangerous the second time through!

LEVEL SELECT



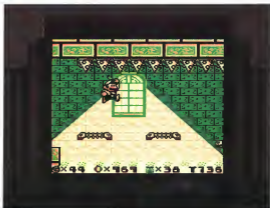
After making it through the second adventure, you can then choose which level you want to play.



One day, Mario returns to his castle, only to find that he can't get in. Someone's changed the locks! Wario, his old enemy! Now Mario must find the six magical gold coins if he ever hopes to regain control of the castle.

WARIO'S WAITING IN THE CASTLE...

It won't be easy for Mario to get his castle back. First, he must search for the golden coins through six different zones: Tree Zone, Turtle Zone, Mario Zone, Pumpkin Zone, Space Zone, Macro Zone, and Mario's Castle. Each zone is an exciting chapter to this epic adventure. Once Mario has conquered all the zones and found the six golden coins, he can take back his castle and challenge Wario to a duel. If Mario is brave enough, strong enough, and quick enough, he can win the final battle and reclaim his castle.

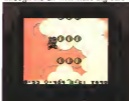


WOW! MARIO'S GOT NEW CAPABILITIES!

Although Mario has always been a quick-change artist, in *Super Mario Land 2* he's got two brand new weapons in his arsenal! If he finds a Carrot, he'll become Bunny Mario and fly through the air! In the Space Zone, he finds a space-suit and floats through the cold, empty void of outer space.

BUNNY MARIO

Other rabbits might make fun of Bunny Mario, but he can hop through the air with those big ears.



SPACE MARIO

Mario is transformed into an astronaut in the Space Zone where he drifts along in zero gravity.



EXTRA SPECIAL EXTRAS FOR MARIO

In his first adventure for the Game Boy, Mario's talents shone through. Now, in Super Mario Land 2, he's got a load of new tricks. Between Bonus Rounds and Mid-Point Bells, Mario

will find other new things—like the whirlwind jump, which you may recognize from Super Mario World for the Super NES.



① MID-POINT BELL

In every stage of Super Mario Land 2, you can find a Mid-Point Bell. If Mario rings the bell, the game records his position. If he loses his life after this point, he'll start at the mid-point rather than starting way back at the beginning of the stage.



② WHIRLWIND JUMP

The whirlwind jump technique is new to the Super Mario Land series. To make this move, push the Control Pad down while Mario is jumping and he'll begin to spin. He can then break blocks underneath him.



Use the whirlwind jump to knock out the block and reach the Heart below.

③ SLOT MACHINES: SUPER MARIO GETS RICH!

In Super Mario Land 2, Mario can collect up to 999 coins. With these little treasures, he can try out his luck in the casino. Decide how much money you want to risk in the slots. The more you bet, the more you can win. This is a great way to win some extra lives!



④ RING THE BONUS BELL

At the end of each level, there's a bonus bell to reach. Once Mario rings it, he is sent to a bonus area.

Be sure and get to the Bell after the Hippo Stage. It takes you right to the Space Zone!



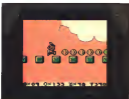
TREE ZONE: AN ADVENTURE IN THE FOREST

An adventure the size of a Sequoia is waiting for Maria in the Tree Zone. Huge insects are set on making his life difficult.



② INVINCIBILITY!

Super Maria can make it across this coin bridge, but he must hurry!



5311-9613-5723

A little color will make any Super Game Boy player happier! Use the Password list to get this color combo.

② IN THE TREES

Good timing and well-placed jumps are critical when Maria gets into this area. It's especially scary, though, if he slips and falls because there is trouble lurking below.



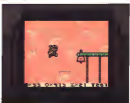
③ HONEYBEES

When Maria makes his way into the honeycomb, he should be careful to avoid the big bees that fall down from the ceiling onto Maria. With a little patience, Maria can get around this annoying problem.



④ THE EXIT

When Maria wants to ring the bell at the end of this stage, he'll run into a minor problem—the bell is hanging too high to reach. Maria must nibble on a Carrot and get the Bunny Ears, then he can fly through the air by hitting the A Button repeatedly to reach the for-off bell. After all this, a well-deserved bonus round will be waiting.



⑤ FINAL BOSS: THE BIG BIRD

At the end of the Tree Zone, lurking high in the branches, the Big Bird is perched, waiting for Maria. This rable-raising winged creature sits atop stolen chicken eggs where it loves to pluck chicks...and Maria! When the Big Bird takes flight, Maria should hurry to a corner. When it flies directly overhead, make a well-timed jump on its head. This is the

best method for defeating this foe. As a reward, you'll get one of the six golden coins.



MACRO ZONE: MARIO

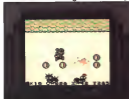
SHRINKS HIMSELF!

When Mario lands in the Macro Zone, you might think that he's in the wrong game. Who ever heard of ant-monsters chasing Mario?



① THE ANT MONSTERS

You'll find many breeds of ants in the Macro Zone. There are ants with stingers, ants without stingers, ants that shoot, and ants that throw mushrooms. A disturbing bit of diversity!



② IN THE SYRUP SEA

"Where am I?" Mario asks himself after landing in this murky river. Getting out of here isn't easy!



③ FIERY MARIO—SPECIAL AGENT

As Fiery Mario, you're on a special mission with a special power. The little guy can throw two fireballs, one directly after the other.



④ ENDLESS HEARTS

Normally, our super hero is the only one collecting hearts. But in some situations, Mario can get a few hearts from another collector. Good luck choosing this little guy—he's quick!



0500-7220-3915



In the example above, only the water gets color. In this level, too many colors can actually complicate things. Sometimes, simple is better. Note the password above.

⑤ FINAL BOSS: ONE MIGHTY MOUSE!

Throughout his distinguished career, Mario has never had the pleasure of meeting such a large rodent—until now. The rambunctious mouse runs back and forth, trying to catch Mario. Mario isn't given one moment of peace. The best tactic is to wait on one side. At the right moment, jump on the mouse. After a couple of tries, this cheese ball will stop squeaking.



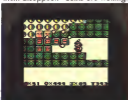
MARIO ZONE: GIGANTO MARIO!

In the Mario Zone, Mario gets his fill of technical wonders as he tries to avoid bits, bytes and nibbles coming from the cutting-edge technology.



① FIERY BLOCKS

Shoot these fiery blocks to make them disappear. Coins are waiting!



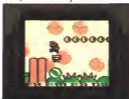
5311-9524-0915



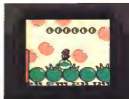
As you can see in this sample, you can set up the colors in this techno-world to give it a heavy metal feeling. The password for this setting is above.

② MARIO THE CIRCUS STAR!

Without a keen sense of balance, Mario will have a lot of trouble here. He has to grab the ball, jump on top of it, and carefully balance as he



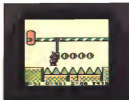
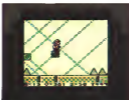
rides across the spikes. This is a test of courage for Mario. Now, he'll find out just how "super" he really is.



③ BEWARE: JAGGED SPIKES

Mario's legendary jumping abilities are tested here. Having just the right touch is the key. If you jump a little too short or a little too far, Mario falls

down on the spikes. Mario can also use the Mario Zone crane—the only way to assure a safe trip. It carries Mario on to new challenges.



④ FINAL BOSSSES: THREE MEAN PIGS!

Waiting for Mario at the end of the Mario Zone are three not-so-little pigs. Each of these pigs has lived his entire life waiting for a huffing and puffing wall, so they're a little paranoid. Now, they think that Mario is out to take their home. So what do they do? Go after Mario! The first piggy is relatively tame, but the second has dangerous teeth. The third one is just plain

mean. With fireballs and some quick jump moves, you can make all three squeal.



THREE MORE ZONES WITH HIDDEN COINS!

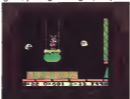
TURTLE ZONE

In the Turtle Zone, Mario explores a lake, a submarine, and the inner chambers of a whale. He must make it through all this wetness without the help of his Frog Suit.



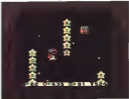
PUMPKIN ZONE

The Pumpkin Zone introduces Mario to a creepy collection of spooky enemies. The best thing here is to buck up and get through it. If you're good, you'll get through quickly.



SPACE ZONE

Mario will be star-struck by this area. In the Space Zone, he dons a space suit and drifts through dead air. You'll find that it's tough to move around without gravity.



IN MARIO'S CASTLE: SETTLING THINGS WITH WARIO!

Shortly after Mario collects the sixth coin, the heavy castle door will open and Mario will fight the battle of his

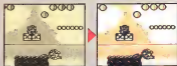
life. But first, he has to find Wario. The coward has hidden himself somewhere deep in the fortress! Once Mario finds him, the fun really begins. Wario transforms himself into three different forms and Mario must defeat each of these three Warios before he can reclaim his castle.



You can add to the ghostly atmosphere of the castle by using shadowy colors. You can see that an excellent game can be made even better with the Super Game Boy.

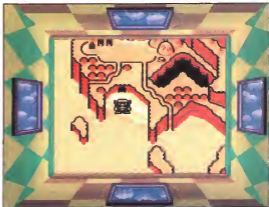


Wario is back, and once again he's looking for a new place to live. This time he has his sights set on building a new dream house...and he'll do whatever it takes to make his dream come true!



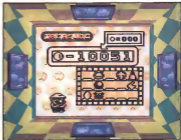
WARIO THE REAL ESTATE AGENT?

In *Super Mario Land 2*, Wario took over Mario's castle only to be humiliated and kicked out in the end. Now, he has returned and he's even more evil than before. This time, Wario is after the golden statuette of Princess Toadstool. The statue was stolen by pirates and buried somewhere on Kitchen Island many years ago. Wario hopes to get the statue and some odder treasures from the pirates so he can blackmail Mario and Princess Toadstool for their safe return. In exchange for the priceless treasures, he wants a fat reward, all in order to build his own dream home. *Wario Land: Super Mario Land 3* picks up where its predecessor left off—with nonstop, floor-to-ceiling jumping action. But now the tables have turned. You control a supercharged Wario with a new bag of tricks to throw at Mario.



LET THE TREASURE HUNT BEGIN!

By using the map of the Overworld, Wario can see which levels on Kitchen Island hold the pirate's hidden treasure. Once he gets his grumpy mitts on some treasure, he can find the Genie, who will trade valuable coins for the booty. Wario can use these coins to buy a house, so the more money he gets, the more plush his abode will be.



SUPER WARIO ACTION

THE BODY SLAM

The first new move is the Body Slam. It's a crushing attack! Wario gets a running start and then simply tramples his opponent. This attack will bring down even the strongest pirate. Wood and stone bricks are also crushed to dust.



Wario was hardly idle during his absence. After weeks of practice and study, he learned a pair of new

HAPPY FLIGHT!

Some of Wario's enemies can be defeated easily by bouncing on them. He has two other options, as well. Wario can either turn foes into dust with a body slam, or pick them up and toss them through the air.



skills and also stole a few more from Mario. He is now prepared for his mission on Kitchen Island.

SUPER JUMP

Wario has also learned a high jump since we last saw him. If you push the jump button and Up on the Control Pad at the same time, Wario will make a super hop. This helps him reach platforms and clear wide chasms previously beyond his reach.



CHAMELEON WARIO

As Wario goes on his treasure hunt, he can find hidden items that will transform him into three different beings: Jet Wario, Bull Wario, and Dragon Wario. Each transformation gives Wario special powers. Jet Wario can fly, Bull Wario is especially strong, and Dragon Wario can burn things up.

SMALL WARIO



When Wario is this tiny, he can't do the Body Slam. Find a power-up to get back to full strength.

BULL WARIO



As Bull Wario, Wario has two new gifts. He can crush bricks with a single blow and, with the help of his horns, he can stick to the ceiling!

DRAGON WARIO



Dragon Wario will really burn up his enemies—literally! With this Dragon Hat, he can get rid of enemies with a fiery blast.

JET WARIO



With help from the Jet Hat, Wario can make short flights in the air. Here, his high flying saves him from a swim in the salty sea!



It pays to look around! In these blocks, Wario can find the power-ups that will change him into the three Power-Warios.

OFF TO HUNT TREASURE!

At the end of each level, Wario will find a statue with a coin slot in its head. If you toss a coin in the slot, a secret door will open. Wario should try this at each statue he meets. Some statues will open doors to new adventures while others let Wario begin from the statue after he is killed.



TREASURES AND OTHER HELP

Besides coins, there are other helpful items for Wario to find. Keys let him open Skeleton Doors that block his way.

KEY



SKELETON DOOR



AREA 1: RICE BEACH (LEVELS 1-7)

Wario begins his adventure on Rice Beach. There are quite a few treasures here that the pirates have hidden along the beach. Of course, that also means quite a few of these pirates will be waiting for Wario since they're

guarding the treasure. The first few enemies that Wario comes up against aren't much of a threat. But further up Rice Beach is where the tough guys hang out, and they'll give Wario plenty of trouble. In the first level, Wario comes across an interesting hole. When it's low tide, Wario can slip down the hole. In other levels, there are alternate exits that can only be found once the level floods.



BOSS # 1: SPIKED KOOPA!

The Main Dude of Rice Beach is a Spiked Koopa. He's big and incredibly fast. The only way to get rid of this guy is to keep pounding him! Hit him from below when the Koopa floats up and jump on him when he is in his regular form.



0691-3520-1243



There's nothing like a day at the beach. With this color combo, you'll feel like you're really there.

AREA 2: MOUNT TEAPOT (LEVELS 7-13)

Wario has fought his way through the beach and defeated the menacing Spiked Koopa. The next challenge lies ahead—Mount Teapot!

THE MYSTERIOUS LITTLE TEAPOT

Mount Teapot is aptly named. The mountain, which looks like a tea kettle, is divided into six sections. Wario needs to explore each one. The head honcho at the end of the level sits on a throne and gets a bit miffed when foreigners invade his empire. The pirates in this mountain have all been worried about Wario, so they're better prepared than their buddies on Rice Beach. Keep an eye out for the secret exit that goes directly to the next level, Sherbet Island.



When Jet Wario jumps on this platform, a secret exit will appear that takes him right to Level 14.



AREA 3: SHERBET ISLAND (LEVELS 14-19)

2422-1221-5359



Sherbet Island is the isle that looks best frozen. With the color combination shown above, it really looks shrouded in ice. Better bundle up or you'll catch cold.

Sherbet Island also has six levels. You can earn a load of extra coins here, but Wario must watch out for those slippery ice chunks that flow through the enormous Sherbet area. Once Wario advances to the end of the level, he'll find a pesky Penguin that will cause him some grief. The reward for defeating him makes it worth the effort!

MYSTERIES OF THE DUNGEON

A riddle waits for Wario in Level 15 of Sherbet Island. Over a floor plastered with thorns, he'll find a door that seems unreachable. After tripping a secret switch, a block will appear, allowing him to reach the door. Once Wario activates the block, he wonders what will happen next. The answer is waiting in the room with the thorny floor!



This is the perfect place for Jet Wario. His acrobat ac leaps let you coast over the top of these annoying ice critters without a scratch.



AREA 4: STOVE CANYON (LEVELS 20-25)

2421-5125-6348



Hot, hot, hot! With these colors, you'll get that sticky, sweaty feeling you only get in Stove Canyon. Watch out, or the controller might melt!

Things begin to heat up in the next four levels, which take Wario through the Stove Canyon. Watch your step. The entire area is full of boiling lava, burning fireballs and steamy hot springs. Crazy Demon Bots don't make this place any easier to take. Even the final guardian is a bit hot-headed!



NAVIGATING LEVEL 20

The first level of Stove Canyon, Level 20, is tough, but here's a quick way to get through. Take the middle path until you reach a path that branches upwards. Run quickly along this road to keep ahead of the lava. At the next opening, drop back down to collect some coins and to destroy a few bothersome bricks. Wario will soon make it safely to the exit.



AREA 5: S.S. TEACUP (LEVELS 26-30)

7097-0970-9709



The ship is lined with wooden planks. With this password, you can almost smell the creaking planks and hear them creaking with the waves.

The S.S. Teacup, a proud old pirate ship, has decided to drop anchor on the south coast of the island. On board, there's a bevy of pirates who won't be happy to see Wario. In the water, alligators lurk with razor-sharp teeth, waiting for a juicy meal. In the air, dive-bombing birds try to keep Wario from enjoying his island "vacation." Maybe Wario should stick to adventures on land! One important tip is that a Dragon Hat is hidden at the beginning of the level.

A BLOCK FOR WEALTH

In Level 26, destroy all the blocks to get to the platform above. Waiting for Wario are riches beyond his wildest dreams!



To the
Treasure Room

To the
Beginning



AREA 6: PARSLEY WOODS (LEVELS 31-36)

ALL ABOARD THE MINING EXPRESS!



There are many rules in the dark tunnels down below. First and foremost, don't let these creepers spook you. Stand tall, and let them howl!



The enemies riding the train are tough, but the Jet Hat makes things a little easier.

7092-0619-9709


You'll see the lush greens of the forest and rich browns of the soil using the color combination listed above.

AREA 7: SYRUP CASTLE (LEVELS 37-40)

The Pirates' Castle looks anything but inviting from the outside and Wario doesn't feel any more welcome once he gets inside. Nevertheless, his greedy drive for coins and treasure pushes him on. Be careful, though. This is the toughest level yet with the meanest enemies. Soon, however, Wario will have a home of his own.

2421-3232-5390


Through their many travels and raids, the pirates have stolen enough gold to line their castle with golden walls! This color code can bring these incredible riches to life.



Wario has succeeded! He triumphed over the pirates and stands in front of the Genie. He is now going to get his reward, but what will it be?

BIRDHOUSE OR ROYAL CASTLE?

After Wario overcomes the last obstacle that stands before him, his final reward is granted—a new house. If he's found a lot of treasure, he can begin moving into his new castle on Monday. But if he hasn't found much to give the Genie, he may have to squeeze himself into a birdhouse!





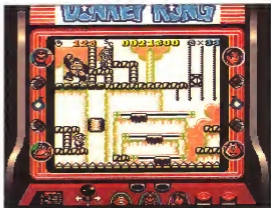
DONKEY KONG

He's back, and he's in color! Donkey Kong marks the first Super Game Boy enhanced game programmed in full color.



100 LEVELS OF RAINBOW ACTION!

Donkey Kong is celebrating his comeback. After three action packed adventures on the NES, Donkey Kong has come out of retirement to a vibrant new world on the Super Game Boy. Even with the awesome graphics, his age doesn't show. Apparently, his vacation from the video screens has been good to him! He's still up to his old tricks, of course. He's kidnapped Pauline again and Mario is hot on his trail. This may be Mario's greatest challenge yet. One hundred levels lie before him...



HOURS OF CHALLENGING PLAY!

In this latest chapter of Donkey Kong, Maria has to make his way through each level and find the hidden exit. The lacks on most of the exits don't make this any easier. Maria must find the keys to his freedom before he can finish each level. To top it all off, Maria must also make it through Duel Levels and many Bonus Rounds. What a workout!

PUZZLE LEVELS

Maria has to find the key to open the exit door in most levels. It's not always an easy feat!



DUEL LEVELS

Duel with the big ape himself, Donkey Kong!



THREE CHANCES FOR 1-UPS

IN THE LEVELS

In many stages, Maria can find hidden Hearts to give him an extra life. It's usually not too hard to get to them and you'll be glad you did once you reach the perilous stages to come.



COLLECTING

When Pauline was kidnapped, she lost a few things from her purse. For every three objects that Maria finds, he goes to a bonus round where he can earn extra lives.



ENDING THE LEVELS

Every time Maria finishes four levels (three Puzzle Levels plus a Dual Level,) our nable plumber gets an extra life for every 100 points collected.



LEVEL 0: IT'S ONLY THE BEGINNING

The early levels will be familiar to fans of the arcade game and NES games. The action is fairly simple, giving you a chance to get used to the mechanics of the game. If you cruise through these four stages, prepare to meet a stiffer challenge in the 96 levels that still await you.

STAGE 0-1



In the classic Donkey Kong levels, shoot the barrels with Maria's hammers.

STAGE 0-3



This is the famous elevator level. Maria must jump from platforms to platforms to make it to the top.

STAGE 0-2



Maria must jump over the objects moving across the balls to make it through this stage and "rescue" his love to Pauline.

STAGE 0-4



On the NES, this was the last level. On the Game Boy, you're just getting started!



Every time Maria finishes a level, the stack of Donkey Kong dimes grows higher.

LEVEL 1: IN THE BIG CITY

The first area that Mario must cross is the Big City. Just like King Kong, Mario must climb to the top of a skyscraper to get to his beloved. The ravenous gorilla awaits in the fourth level of this area. Mario has learned

many skills during Donkey Kong's absence. He can climb his enemy, jump off, and become a powerful missile as he plummets back towards the giant ape!



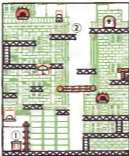
STAGE 1-2

① MARI-O RETTON?

Mario must gracefully swing from the horizontal bar to make it to the next platform.



Press Up on the Control Pad and the jump button while swinging on the horizontal bar to catapult Mario to the top.



② HARMLESS MONSTERS

These little monsters won't harm Mario, but they will block his way.



Don't push the little monsters or grab them from behind. You've got to be gentle. Pick them up and move them out of your way.

STAGE 1-6

The key and the door in this stage are next to each other in the top right corner, but getting to them is tricky. It won't take Mario long to notice that there isn't any ladder leading up to the door! He can build a ladder by using special items he'll find on the level. After you hit the arrow blocks, you can place the ladder anywhere you need it.



The ladders only work for a short while, so climb quickly.

STAGE 1-8

Mario can easily manage the Big City up until Stage 1-8. He can now see the lovely Pauline in the distance, but she's not alone. Donkey Kong is standing guard close by. Mario can't let her beauty distract him. He's got to bring down that monkey! Donkey Kong makes this even harder by dropping barrels from a high platform—aimed right at Mario's head! Strangely enough, Mario's success depends on using the barrels that could destroy him. Just three barrel hits lead to victory over the King of the Jungle.

for Mario. But just when victory seems certain, Donkey Kong and Pauline disappear!



Nice shot! Mario has hit Donkey Kong. Just two more hits, and the ape disappears... but also, with Mario's girlfriend, Pauline!

LEVEL 2: INTO THE GREAT OUTDOORS

Behind every tree lies a new enemy waiting to rob Mario. In this level, Mario has 12 tough stages through which to fight.

STAGE 2-2

You'll need to trip all of the switches correctly or the elevators and the doorways won't work. If they don't work, you're trapped!

STAGE 2-4

This level is very similar to a level in Donkey Kong Jr. for the NES. Here, you'll spend more time hanging around. Be sure to keep away from the snapping little oligotors. Aren't they cute?



Flip the switch to set the elevators in motion.



Don't get too close to those speedy little gators.

STAGE 2-7



① DOUBLE SWITCH!

In this stage, Mario must deal with two ladybugs. Take care of them by flipping the switch. Flip the switch again to get to the one waiting at the top.



Draw the ladybugs together by flipping the switch once.



Flip it again to get to the other ladybug.

② DROP AND GO!

To move the key in this stage, you have to drop it onto the conveyor belt below. Run like the wind, or it will disappear. Once you've got the key again, the door is an easy springboard leap away.



As soon as you throw the key, spring down to the bottom to reclaim it.

STAGE 2-II

Here's another tough key to get. The key is again in the upper left corner and the door is below. You have to make several short jumps from platform to platform to get to the door.



LEVEL 3: THE SHIP OF DANGER

Make no mistake, this won't be a pleasure cruise for our brave plumber. Only the most vile pirate could love this ship. Maria has some

tough obstacles to get past. Biting fish, snapping crabs, and iron-masked monsters await him at every turn. Donkey Kong is the least of Maria's worries in this doomed ship!



STAGE 3-2

① PERILOUS LEAPS!

Maria's path through this dangerous level takes him across moving platforms. You must time your jumps perfectly to make it through.



② HIGH JUMPS

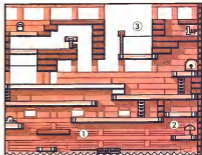
Tiny as he might, Maria just can't jump high enough to get to the next platform, and there's no way to go but up. Stuck? Not our hero! Do a handstand, then make a super jump to the top.



A handstand on the lower platform is the only way to go!



With the handstand jump, Maria can jump higher than ever.



③ AN AMAZING LEAP

Maria can't afford to miss the 1-Up in the upper right corner. Swing from the Horizontal Bar, then press Up on the Control Pad and the Jump button.



STAGE 3-3



Maria lets his enemies help him through a tight squeeze. The iron-masked monsters squash him and push him through the narrow passage.

STAGE 3-4



To master this difficult level, Maria must flip the switches in the upper left corner and in the middle of the screen.

STAGE 3-6



Maria has to lure the monsters onto the spiked platforms in the upper right so they don't block his path.

LEVEL 4: JUNGLE OF THE APES

Donkey Kong and son feel quite at home in this level. The jungle is their natural habitat, after all. Our Brooklyn-born plumber, however, is a bit out of his element. On their home turf, Donkey Kong and Junior will make Mario's life tough.

STAGE 4-4

With help from Junior, Donkey Kong get even stronger. That means no picnic for Marial!



STAGE 4-6

Build a ladder with the blocks to get to the platform above. Cool, huh?



LEVEL 5: HOT TIME IN THE DESERT

That ape has really got Mario steamed now! Donkey Kong has stuck Mario in a vast desert. Mario's never been so hot! He can find the Super Hammer in this sandy wasteland, proving once again that the best things often come from the worst situations.

STAGE 5-2

The Super Hammer destroys even the thickest of walls. A good item to have in those dead-ends!



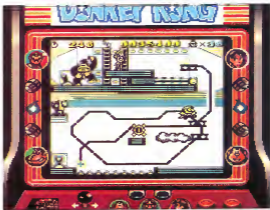
STAGE 5-12

With his last ounce of strength, Moria heaves three desert monsters at Donkey Kong to defeat him again.



LEVEL 6: THE SKY'S THE LIMIT!

The skelatan of an airplane cruises stealthily through the clouds. Donkey Kong hides somewhere within. If only this were the end! Three levels remain...





Samus Aran is back! This time, our fearless heroine finds herself on planet SR388 in the Game Boy star system. And waiting for her is the most dangerous adventure of her life!



SPACE BUGS ARE BACK!

Samus Aran did herself proud battling and defeating space pirate Mother Brain. Single-handedly, she stopped an intergalactic Metroid invasion. But there's no time to celebrate. There are still more Space Parasites living on planet SR388, and they're rapidly multiplying. It's only a matter of time before some evil mastermind decides to lead the Metroids in a revolt. The Intergalactic Federation has called on Samus to once and for all completely annihilate all Metroids.



PLANET SR388

Once Samus Aran lands on the outer surface of SR388, she quickly descends into a complex labyrinth. She's brought with her a few things to help her defeat the Metroids: a special protective suit, an arm cannon, a morphing ball and 30 missiles. In the underground areas, she'll find even more items.

GET 'EM ALL!



Samus' Metroid Meter will show the exact number of Metroids in any given area. Remember that every last Metroid must be wiped out!

EXTRA WEAPONS



As she progresses, Samus can find more useful items, including the Varia Suit, the Ice Beam, the Plasma Beam, Bombs, and much more.

SR388- PHASE ONE

A large section of the SR388 Labyrinth is overflowing with a poisonous liquid, which must be

pumped out before Samus can enter. On the left side of the deep labyrinth, Samus will run into her first Alpha Metroid, which lies fast asleep in his cocoon. As soon as Samus stirs the creature, he comes to life and attacks her. Samus immediately grabs her

missiles and fires on the parasite. As soon as Samus destroys the parasite, the nearby hole begins to shake, and the deadly liquid seeps into lower areas. Her mission-seeking and destroying the remaining parasites--now begins.

1442-5670-4113



It doesn't have to look like a mass of lava. You can make the planet's surface look like anything you want it to. It's all a matter of taste.



SR388- PHASE TWO

The dangerous acid leaks into the underground caverns as Samus moves on to the inner depths of SR388. Along the way, she finds vital items after destroying Alpha Metroids. Once she finds the Bomb Generator, she can morph into a ball and drop as many Bombs as she wants. One Bomb's explosion can

destroy many enemies. It can also open up secret passages by blowing up sections of walls, floors and ceilings. And with the Spider Ball, Samus can roll along the walls and ceilings. Using the Spider Ball, she'll find networks of hidden spaces too tight for her to get through when she's at her normal size.

0692-1540-7243

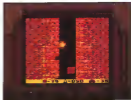


Here's the ideal color combination for a true Metroid mood. With this password, you'll get black dungeons, maroon rocks, and a truly parasitic feeling

BOMBS



SPIDER BALL



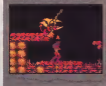
SR388-
PHASE THREE

AND SO IT GOES

Samus has some difficulty making her way through the depths of the planet. One look at her Metroid Meter tells her that she has her work cut out for her. As she moves deeper into the vault, her opponents become more and more difficult. Samus realizes that, unless she gets heavier artillery, she'll never defeat the tougher Metroids. Her search will be rewarded. Besides Energy Containers, she will also find the Varia Suit, Spring Ball and High Jump Boots!



1971-9220-1243



With these colors, Metroid II takes on new dimensions. The bright surfaces give the game an entirely new atmosphere.

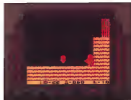
THE HIGH JUMP BOOTS

In the lower area of the third phase, you'll find the High Jump Boots. Samus remembers that these boots were very handy on the Planet Zebes. Until now, she got along fine without this formidable footwear, but in the next phase she would have big problems without them.



THE SPRING BALL

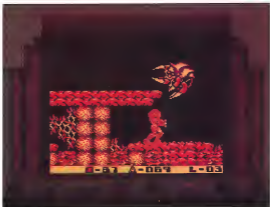
Before, if Samus wanted to reach a tight passageway while morphed in a ball, she had to use Bombs or the Spider Ball. Now, the Spring Ball lets her bounce to high places!



GAMMA METROIDS

Because of Gamma radiation on Planet SR388, some Metroids have been horribly mutated. Samus has already seen the Alpha Metroids, but they didn't prepare her for the

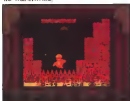
Gamma Metroids. They're a whole new, gruesome breed. In the third phase, she meets two mutated Metroids--and they won't be the last ones she'll see.



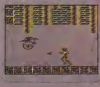
SR388- PHASE FOUR

A MUTANT MOB

In Phase Four, eight Gamma Metroids and two Alpha Metroids lie in wait for Samus. Luckily, there are also two Energy Tanks, three Missiles and the Space Jump to make the battle worthwhile.



2012-4319-7115



This password gives your game the feel of the original Metroid game. With this color scheme, the cavern walls will feel almost metallic. Samus will feel right at home.

JUMPING TECHNIQUES

In addition to a mess of horrid opponents, there are other difficulties in Phase Four that Samus must overcome. She'll run into steep cavern tunnels with only small platforms to cling to. Only by finding the Space Jump will she be able to reach the high points in this region.



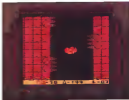
THE SPAZER BEAM

This beam weapon lets Samus fire three deadly beams in one shot. Combined with the Wave Beam and the Ice Beam, the Spazer gives Samus an arsenal that can defeat almost any opponent.



THE SPACE JUMP

These anti-gravity boots give Samus an extra boost in mid-jump. While wearing the boots, she'll be able to leap over a wide gap or to a high ledge in a single bound.



SR388-PHASES FIVE & SIX

FAST PHASES

The next two areas are relatively small, and they contain only two Gamma Metroids and one Alpha Metroid. There isn't any new equipment to find here, either.



7342-1534-9243



When the different Metroid mutations are colored pale yellow, they look all the more noxious. You might find them easier to destroy.



SR388-PHASES SEVEN & EIGHT

THE SCREW ATTACK

The last item for Samus to discover in SR388 is the Screw Attack, which allows her to use her weapons as she spins through the air. Now she's really loaded!



1972-1579-8071



Here's the color code for an eerie dungeon, complete with glowing lava. This choice give you reddish lava, blueish water, and green acid.

ZETA AND OMEGA METROIDS

The deeper that Samus goes into the labyrinth, the more dangerous it gets. Deep within the planet, there live still more mutated Metroids: Zeta

and Omega Metroids! They're extremely quick. Samus will use nearly a full supply of missiles to destroy them.



SR388-THE GRAND FINALE

THE OLD ONE-TWO

Phase Nine is home to both the Queen Metroid and her heinous henchmen. These Metroids are easy to destroy, though. Move Samus hit them with the Ice Beam first, then fire five missiles into each one.



1921-9726-3435



For this area, you should select a special color combo. The fight with the Queen Metroid is the most important part of the game, and it deserves special colors.

THE QUEEN METROID

The most odious mutation of all is the Queen Metroid. Samus should go up against her only if she has a fully-pocked arsenal. To destroy this queen of parasites, you'll need about 200 missiles, and you'll need to fire all of them right into the Queen's muzzle. Between attacks, the Queen will shoot fireballs. Use the Space Jump and Screw Attack to avoid them.



BEHIND THE ARMOR

At the very end of the game, you'll be able to see for yourself that Samus is a real person and not a robot. The faster you make it through the game, the better the ending will be.





THE LEGEND OF
ZELDA
 LINK'S AWAKENING™

With a full four megs of action-packed adventure, The Legend of Zelda: Link's Awakening is one of the most complex Game Boy games ever made.



THE BALLAD OF THE WINDFISH

After many risky adventures in his homeland of Hyrule (found in the NES & Super NES games), the young Link has taken to his sailboat to find adventure in new and exotic lands. As Link sails the high seas, a storm brews, and the churning ocean tosses his ship onto a distant shore, leaving Link unconscious. He is soon caught up in a bizarre dream in which he is rescued by friendly islanders who advise him to escape. For Link, the biggest adventure of his life has just begun.



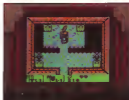
LINK'S MISSION

In order to escape his dream, Link must wake the Wind Fish with a secret melody: The Ballad of the Wind Fish. This song's power comes from the instruments used to play it: the eight musical instruments of the Sirens. Link has to find the instruments, and a few other things, if he ever hopes to regain consciousness.

MUSICAL INSTRUMENTS



OTHER ITEMS



MUSICAL TONES FROM THE TAIL CAVE

Near the Toronbo Shores, you'll find the Tail Cave, which hides the first musical instrument. A talking owl tells Link that the key to this cave can be found in the Mysterious Forest. After a long search, Link winds up in a confusing and dangerous labyrinth. But with his shield, his sword and a small sock of magic powder, Link is well-armed for the many monsters that await him.

ROC'S FEATHER

Link finds the magic feather that allows him to jump long distances.



THE FULL-MOON CELLO

First, Link must search the Tail Cove to find the Full-Moon Cello.



1148-3564-3416



The color code for the art lover: wall ornaments of the finest walnut wood and floor tiles of ivory marble.

TERROR IN GOPONGA SWAMP? WHAT ELSE?!

Collecting his treasures, Link leaves of the Tail Cave and heads back to Mobe Village to show Marin the Full-Moon Cello. Along the way, he meets two lads who tell him a curious tale about Madame MeowMeow's lost dog. Link loses no time. He immediately sets out for the Moblin Cave at Tal Tal Heights. It helps Link to know that BowWow's favorite food is the swamp flower that grows in front of the Battle Grotto in Goponga Swamp.

THE POWER BRACELET

With this, Link can lift vases, rocks, and other weighty items.



THE CONCH HORN

The Conch Horn harmonizes well with the other instruments.



2427-7577-5903



With this color combination, the riddle of the Pois Voice and the Stallos Knight becomes easier.

1,000 MYSTERIES IN THE KEY CAVERN

THE PEGASUS BOOTS

Link's feeling lucky, and it's time to get him a new pair of shoes! To find the new footwear, search the first floor of the Key Cavern. There you'll find the Pegasus Boots. Not only are they chic, but the Pegasus Boots also make Link run extra fast. And if Link uses the boots with the Roc's Feather, he can jump over almost any obstacle. The high-flying move will help him get the main key in the Key Cavern.



1012-2213-7859



Green slime blobs on a green and white floor make it easier to recognize what you couldn't see before. But even when you can see them, the slime blobs are dangerous!

After successfully defeating the Genie, Link leaves the Bottle Grotto to search out the third instrument, which is in the Key Cavern. Unfortunately, the cavern is locked,

and only Richard knows where the key is. Link must give Richard five golden leaves before he'll reveal the whereabouts of the key.

THE RIDDLE OF THE HUNGRY SNAKES

These solivotin' snakes are part of the magic apparatus that opens the door to the room with the Pegasus Boots. As soon as Link destroys

these snakes, the door will open. Feed the slithery pair a few delicious bombs. Before long, they'll get their fill and wander off.



SLIME EYES AND THE SEA LILY BELL

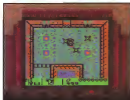
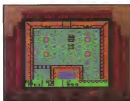
Crash against the wall with the Pegasus Boots and attack the Slime Eye with your sword until it divides into two parts, then fight the eyes separately. When you destroy them, you'll get the Sea Lily Bell.



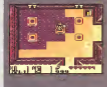
THE WATERY WORLD OF THE ANGLER'S CAVE

GLITTERY TILES

A complex, mysterious mechanism makes the treasure tough to get to. Link must step on the flashing floor tiles in the correct order to get out of this room.



7327-3279-6796



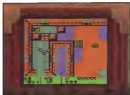
This color combination will help Link see the flashing floor tiles better. It doesn't make the puzzle any easier, though!

Before Link can get into the Angler's Cave and find the fourth instrument, he first must find the Angler's Key, which is hidden in the Yornia Desert near the Animal Village. But first, he must go to the Dream Shrine to get

the Ocarino. The songs that come from this mystical item are vital, for Link can only get to the Yornia Desert after Marin warbles a song to the Wolrus!

FLIPPERS

In order to defeat the guardians of the Angler's Cave, Link must obtain the Flippers. With these, he can not only swim under water, but also make deep dives. Without the Flippers, it's impossible for Link to get the fourth instrument, the Surf Harp.



SHARKS?!

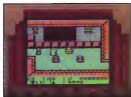
No, not sharks, but they're just as nasty. In a watery crypt in the depths of the Angler Cave, the huge Angler Fish awaits Link's arrival. Link can beat the flesh-eating fish with a few well-placed sword strikes.



DIVING FOR CORAL IN CATFISH'S MAW

THE HOOKSHOT

Some wide ravines can't be crossed using the Pegasus Boots and Roc's Feather. That's when the Hookshot comes in handy.



1761-2878-0780



You can create lovely underground rivers with this coloring. It looks like a bailing lava bed, but Link can safely swim in it.

With the Flippers, Link can visit Mamba, the Latin Fish, and learn the Mamba. Shortly afterwards, Link can dive into Martha's Bay to find the Catfish's Maw and the Fifth instru-

ment, the Marimba. There another confusing riddle and the Slime Eel wait for him. Before meeting the big eel, Link had better search out the Hookshot. He'll need it!

THE FOUR STALFOS MASTERS

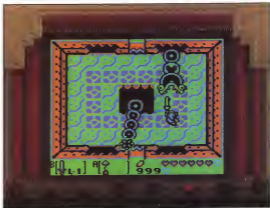
Some people call him the Grim Flautist. Others know him as Stalfos. But those who know him best know that he plays mind games before attacking his victims. Link tries to

avoid Stalfos, but it won't work. He'll find him in four different rooms, and he'll have to defeat him four times before he fades away. Next, he'll go up against the Twin Gahmas!



THE WAY TO THE MARIMBA

When the Slime Eel's head emerges from one of the four corners, Link can attack with the Hookshot and his sword. He'll have to connect a couple of times.



LIVE STATUES, TWIN SHRINES

The statue inside the southern shrine holds the Face Key, which opens the Face Shrine. Link can easily defeat the statue with a bow and arrow. Look for the hidden entrances on the

small island with the two Armas Statues. Inside the mysterious Shrine, he'll find the sixth instrument of the Sirens, the Coral Triangle, but he'll have to earn it.

THE SECOND POWER BRACELET

Link discovers that the second Power Bracelet gives him super strength. Wearing it, he can give even elephants the old heave-ho! And, coincidentally, in the Face Shrine he finds something similar to elephants—elephant statues. When Link throws these statues at certain doors, they will

open. Yet another riddle lies in the eyes of the Face Shrine, which are invisible on the map. Link can find valuable treasure and passages—as well as trouble—here.



This classic color combination turns the Face Shrine into an architectural masterpiece that's great fun to wander through.

STRIKING SMASHER

Bawling isn't really one of Link's favorite sports, but when the Smasher shows up, what else can Link do? The best strategy is to throw the Bawling Ball back at the Smasher and hope that it does some damage.

THE FACADE

The easiest enemy in the entire game is the Facade of the Face Shrine. Stand front and center between his eyes and toss Bombs. That's all it takes to do it in.



THE FOUR PILLARS OF THE EAGLE'S TOWER

GRIM CREEPER

Link will meet the Grim Creeper and an army of bats that rush to attack all unwelcome guests. Link must get rid of all of the bats to get the Grim Creeper to flee.



THE MIRROR SHIELD

This reflective shield will be helpful to Link when he reaches Turtle Rock.



Mabe Village. After he revives the Rooster, Link will have to negotiate the confusing maze of caves that leads to the Tower.

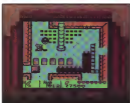
0771-1515-6243



Check this password out. It's a noble combination of colors that turns the drab dungeon surfaces into regal marble tile.

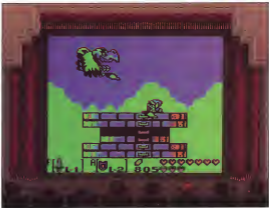
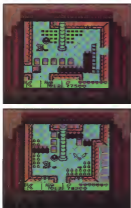
VANDALISM

In order to get the seventh instrument you must make the second floor of the fortress collapse. What luck that Link finds an iron ball that he can use to destroy the four supports!



FLYING LESSONS FROM THE EVIL EAGLE

The two items that Link needs to finish off the Evil Eagle are the Hookshot and the Mirror Shield. Protect yourself with the Shield and hit the Eagle with the Hookshot!



RETURN TO TURTLE ROCK

THE MAGIC ROD

Guarding Turtle Rock is the devilish Hot Head. He's no problem if you've got the Magic Rod.



HOT HEAD

It's not only perfect for torching evil enemies, but it can serve as a torch and light the way for Link.



The showdown between Link's worst nightmare and the Wind Fish is inevitable. It's high time to change color, don't you think?

MUSIC IS THE THING

Link has finally collected all eight instruments and learned the Ballad of the Wind Fish. In the Village Library, Link can learn how to get into the Wind Fish's Egg and find the secret to the dream. What will he lose by going in? Only the love of Marin, who is also part of his dream. Once Link leaves the dream, Marin will disappear forever—a high price to pay. But Link is certain that she will always live on in his heart.



THE SHADOWS OF PAST NIGHTMARES

Link meets up with his worst nightmare, a combination of all the enemies he's encountered in this adventure. The shadow of each advances in its own form to attack Link.

Feather, sword, magic powder, bow & arrow. Link is well-stocked for the biggest challenge of his life. Only by defeating them all will he escape from the nightmare.



KIRBY'S DREAM LAND



Kirby, the newest star in the Game Boy heavens, is a quick-change artist. No other character finds himself in so many different roles. You'll soon find out that his transformations make for non-stop fun. And thanks to the Super Game Boy, your fun can come in a rainbow of colors. See for yourself!

THE SEARCH FOR SPARKLING STARS!

In a far-off corner of our vast universe, a small star-shaped planet lies tucked away. There, you'll find the delightful Dream Land, where all happy dreams originate. The inhabitants are a friendly lot, but one day, they met with a terrible disaster. King Dedede and his wild band escaped from the underworld and stole all of the Sparkling Stars. This is a real catastrophe, since the Sparkling Stars are used to gather food. Kirby, the young Dreamlander, has taken it upon himself to recover the Sparkling Stars and save his planet.

KIRBY, THE GLITTERING STAR

Kirby didn't waste any time when he heard about the disastrous attack of King Dedede and his soldiers. Immediately, he left Dream Land far King Dedede's territory. What he saw there nearly broke his heart. All of the stolen Sparkling Stars! In effect, the evil enemies had taken all the groceries from Dream Land, leaving the Dreamlanders to starve. And besides, what were the Dreamlanders supposed to use for entertainment? Only Kirby, the

young warrior, could rescue the Sparkling Stars, and rescue them he would.



Kirby has quite a task ahead of him. He must find and rescue all of the Sparkling Stars.



Before the game begins, Kirby shows you the challenge that lies before him.



KIRBY'S BITING KOFF MORE THAN HE CAN CHEW!

TAKE A DEEP BREATH, KIRBY!

No one knows exactly how the residents of Dream Land developed their swallowing skills. Whenever the Dreamlanders came up against an evil foe, they can champ 'em up and spit 'em out. It's a considerable talent that serves Kirby well.



SPICY FOOD

After enjoying a plate of this hot grub, Kirby can spit fire until he touches water.



KIRBY FLIES!

Kirby's overblown cheeks will help him float safely through many areas Kirby can take in huge gulps of air, which will send him flying like a hot-air balloon, and he can still swallow enemies while he's in flight. This technique works on most flying pests.



THE ITEMS FOR KIRBY'S ADVENTURE

Kirby's abilities to fly high and swallow hard aren't the only skills he'll need on his journey. As he proceeds, he'll find many other helpful items. Each will either give him new talents or refill his energy tanks. We'll explain what these different things will do.

ENERGY FOOD

If Kirby wants to remain big and strong, he has to eat—and drink right!



Drinking Pep Brew refills two of the Visibly Black on Kirby's energy meter. The Magic Food Bag is a cheek full of goodness meant to strengthen Kirby.

MICROPHONE

If Kirby sings into the microphone, King Dedede's people laugh themselves silly.



MINT LEAVES

The Mint Leaf lets Kirby blast gusts of air, one after another.



STAGE 1: GREEN GREENS

The clean, fresh air of the Green Greens gives Kirby the chance to hone his skills and test out all of his powers. At the end of the first level, Kirby will go up against grumpy old Larkspur Liar, a downright evil guy.



START



2 POPPY BROS. SR.

Old man Poppy throws bombs at our hero, but Kirby's no dummy. He sucks down the bombs and spits them right back!



3 FLYING TECHNIQUES

In some stages, it's best for Kirby to pretend he's Superman and go up, up, and away!



Take a deep breath and...wait! Kirby can swallow his opponent and then spit fire out.



With his mouth full of air, Kirby can simply fly out of his enemy's reach.

7142-0419-9714



You can see in the photo above that the Super Game Boy can make Game Boy games look like NES games. Try the password written above.

4 IN THE WISPY WOODS

At the very end of this level, a new type of boss is waiting, the Larkspur Liar. From deep within his trunk, he'll spew oak chunks and chestnuts. On top of that, the other trees in the woods will try to crush Kirby with their fruit. But the Larkspur isn't a very tough boss. Kirby simply has to catch a few of the fallen apples and throw them at Larkspur Liar to drop him.



STAGE 2: CASTLE LOLOLO

WHICH DOOR?

Doors and more doors—but which is the right one? Kirby will be asking himself this question to the very end of this area.

As soon as he enters Castle Lololo, he knows that many puzzling mysteries are waiting for him. But that won't stop him! This is the first time that he won't be able to simply swallow his opponents, so he'll have to be careful and avoid them. And there's still the problem of the countless doors. Where do they all lead?



LOLOLO AND LALALA

When Kirby first meets these twins—Lololo and Lalala—they start chucking boxes at him. "Why are they doing that?!" Kirby asks himself. "Do they think I'm some kind of mover?" But before he can get an answer to this question, the boxes start coming at him again! Kirby has to swallow the boxes and spit them back out while flying from floor to floor.



STAGE 3: FLOATING ISLANDS

KABOOLA

The final foe, Kaboola, is unlike anything Kirby has ever seen. On top, he's a Blimp; on bottom, he's armed with a Cannon. Never fear, though. Even he has a weakness: Mint Leaf! Once Kirby has swallowed one, he'll spout air bubbles at Kaboola non-stop. But be careful! When Kaboola gets really mad, he starts spinning Kirby should take cover either on top of the screen or down below.

Eventually, Kirby will blast Kaboola off the screen.

JACKPOT!

As you see below, there are all kinds of extras just waiting for Kirby to discover.



STAGE 4: BUBBLY CLOUDS

WATCHIT!

This difficult stage hides two 1-Ups that will come in handy. In later areas, Kracko Jr. and Kracko Sr. will do anything to make Kirby's life difficult. Luckily, Kirby is getting good training along the way.



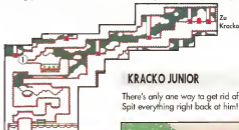
7142-0226-6332



Is there anything that Kirby would like to see more than a blue sky with cotton-candy pink clouds? That's not a problem with the Super Game Boy. The password is printed above.

The Bubbly Clouds have become a secret hiding place for the followers

of King Dedede. The sky is definitely not a fun place for Kirby to hang out.



START

① HELPFUL ITEMS

Kirby's learned quite a bit during his adventure, namely, that loads of important objects can be found while he's searching for the Sparkling Stars. The 1-Ups are especially useful. Kirby can find them in secret caverns in the Bubbly Cloud stages.



KRACKO JUNIOR

There's only one way to get rid of Jr. Spit everything right back at him!



KRACKO SENIOR

Kracko Sr. is even nastier than his son. Big and fast, he'll give Kirby a run for his money. Like father like son. With this guy, it's also important to keep catching and spitting back everything that he sends your way, but once Kracko Sr. starts one of his swooping attacks, Kirby has to concentrate on hopping over him. And that's easier said than done!



STAGE 5: MOUNT DEDEDE

The first time Kirby saw Mount DedeDe, he thought he was having a nightmare! All four of the guardians sent their twins to guard the mountain. Once again, it's a matter of fight, fight, fight! But be of good

cheer. Saan, if you succeed, the Dreamlanders will have their beloved Sparkling Stars back. Kirby gets to select the order in which he defeats these guys. Before each main opponent, Kirby has to go through a mini-stage, then it's on to the head honcho!



A bold color combination might help inspire Kirby to victory in his battles. Give it a shot with the Super Game Boy. Try the password above.

KABOOLA THE SECOND

"Oh no," Kirby thinks to himself, "here's that bloated air balloon again!" The only way to get rid of this guy is to stay on the left side of the screen and fire constantly. Try to dodge Kaboola's shots.



KING DEDEDE

Your lightning fast reflexes and nimble fingers will surely help when you're up against the big guy himself. It's lucky that King DedeDe is easily recognizable with the Super Game Boy!



FOR AN EXTRA CHALLENGE

Those of you who have played Kirby's Dream Land and would like to try an added twist can try the following suggestion. Wait until the title screen appears, then push Up, Select and A on the Control Pad. The Bonus Round that comes up will pit you against even more opponents and obstacles than you faced in your first

adventure. A second trick gives Kirby an added boost. Press the Control Pad Down while holding Select and

B. You can then select the number of lives Kirby gets, and a few other options. Good luck!



KIRBY'S PINBALL LAND™



Kirby's flipping out! He's seeing colors! Kirby gets a real workout in Pinball Land.



OUR LITTLE DUMPLING TAKES A TRIP TO PINBALL COUNTRY

Wispy, Poppy, and Krocca—these are the names of the worlds that our brave hero finds himself in this time. He's already been through two adventures—one through Dream Land and one spent hunting for the Star Rod. Now, he's off to Pinball Land. A lot of obstacles are waiting for him in each stage that Kirby must overcome before he can face King Dedede. Each of the three levels have even more sub levels where you can find extra treasure in bonus rounds.



THE WARP STARS AND THE STAR PLATFORM

RESCUE KIRBY



Oh no! Kirby has fallen into the Star Platform. Hit the A Button several times to make Kirby bounce back.

In the game, there are a few repeating situations that you should learn how to handle. For example, do you know what to do when the ball drops between the flippers?

NEW WORLD



The Warp Stars take Kirby to new places. This Warp Star takes him to a new level.

1572-0617-9320



Kirby should have a color selection that will make it easier for him to recognize all of the details in the game. Here's our suggestion.

THE THREE DIFFERENT PINBALL WORLDS

Pinball Land is made up of three worlds: Wispy, Kracko, and Poppy. In each, Kirby has to overcome different obstacles before he can fight the final enemy. The order in which

you play the three games is entirely up to you. There's a lot of territory to cover, but don't worry. The Save function lets you move at your own pace without losing any ground.

WISPY WOODS



When Kirby is at the Slot Machine, he can win a prize if all three pictures match.



Tired of knocking around balls? No problem. Kirby has to play with mushrooms here!



An overview of the Wispy Woods flippers, slot machines, and bowling! You need it all-around talent here.

THE POPPY BROTHERS



Kirby has to knock each egg four times to get the checks to hatch. Get them before the Poppy Brothers.

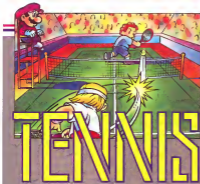


In the final duel with the Poppy Brothers, Kirby has to guard himself against their bombs.

KRACKO



Kracko, one of the toughest bosses, has got his spikes out. Watch it, Kirby!



Now there's finally a little color in this game! Whether on clay, grass, or hard court, Nintendo's Tennis now brings you full-color fun—even when the weather's gray outside.



NEW BALL, PLEASE...BUT THIS TIME, MAKE IT A COLORED ONE!

With the Super Game Boy, you can choose the color of your tennis balls yourself, and that's just the beginning. You can also pick the color of the court. Grass court pros should pick green, clay court fans should go with red, and hard court fanatics should choose blue. You don't have to worry about bad weather, because

you can always have an exciting match with Game Boy Tennis. But be forewarned—the referee is none other than Mario, and it goes without saying that not even the smallest fault gets past him. From now on, all tennis matches will be twice as fun! This Game Boy game not only lets you slam forehands, smack backhands, loft lobs, and attack the net, but it also shows you funny shots. One thing to keep in mind, though is that the two-player mode doesn't work with the Super Game Boy. Real tennis freaks won't let that deter them from showing off their stuff!



Even the scoreboard reflects your color choices. This is where all your wins will be registered.

CHALLENGE x 4

Once you've decided to challenge the computer to a match, you'll have the option of four different levels, each more difficult than the one before. In the first level, the ball goes over the net slowly, but by the fourth, it's flying! The players get faster, as well. Tennis amateurs should work their way through each level in order. Pros can start right in with Level 4.



THE COLORFUL ROAD TO SUCCESS

Just as in real tennis, Game Boy Tennis gives you a variety of shots to choose from, depending on the situation. The old motto holds true here, too: practice makes perfect. The best thing to do is to try out all the different shots so you'll feel comfortable using them in games. Then you can start working on your tactics. Slice the ball down the line to make your opponent dive. Hit a well-placed lob when your opponent is playing the net. Drop the ball short with some back spin when your opponent is at the baseline. Tennis with the Super Game Boy gives you the opportunity to realize all of your winning strategies.



Good sportsmanship is part of the game.

RETURN, LOB, AND SMASH

Always try to guess where your opponent is going to place their next shot. The sooner you figure it out,



Your opponent hit an overhead lob and you saw it coming. Hustle back and counter it with a quick, short forehand.

CONTROL THE BALL!

The basic goal in tennis is to hit the ball over the net more times than your opponent does. That means that you shouldn't be concentrating too much on fancy plays that will risk mis-hitting the ball. Instead, just keep hitting the ball back and let your opponent make the mistakes.



1967-2672-6726



You don't want to play on a grass court any more? No problem. Just enter the password above to play on clay.

FOREHAND AND BACKHAND

A widespread technique with pros that play on clay courts is to combine a forehand topspin with a backhanded slice. But keep in mind that the ball goes over the net much slower when you slice it. If you want to play aggressively, start with a backhand slice, since it takes longer to get to your opponent. Once they return the shot, attack them with your topspin.



The forehand topspin is a relatively difficult shot, but good for baseline play.

the more time you'll have to set up your return. This is especially important when it comes to overhead hits.



If your opponent is playing close to the net, lob one over and watch them try to run for it.



The backhand slice is the perfect stroke in this situation. The ball will go farther than if you used topspin.



WORLD CUP

The crowds gather once again to watch the world's greatest championship. The World Cup is appearing on the Super Game Boy, and it's a color broadcast!



GRASS STAINS REQUIRED

Soccer is one of the most widely played sports in the world, so it's only natural that you would want to play a quick game of it on your Game Boy. What do you do when you get home? If you add a little color and size with your Super Game Boy, Nintendo World Cup Soccer seems like an entirely different game!

IS THAT A REGULATION BALL?

With the help of the Super Game Boy, Nintendo World Cup Soccer plays like a pro. All of your favorite moves are easier to do thanks to the

increased size of your view screen. Even if you stick to the default color palette and frame, the Super Game Boy makes this game look great!



FRAMED!

While you can use only four colors on the action screen when you play Nintendo World Cup, you can create the illusion of more colors by choosing an appropriate frame for the rest of the screen. Try it out for yourself.



You can enhance the game with the help of a good frame!

THE WORLD'S MOST POPULAR SPORT

To keep the game interesting, you can adjust many of the elements of the play. You have thirteen different teams to choose from, with eight different players on each team and dozens of special shots to use on the other team. After you have picked your favorite team, you need to set up your team roster with the best players. The default lineups are fairly strong, but you may have some great players sitting on the bench.

INTERNATIONAL CHALLENGERS

Like any good international-style soccer game, Nintendo World Cup lets you choose from among many different teams. Each country's team has its own skill levels. Use a highly skilled team like Germany, Italy or Brazil if you are a beginner. Select Cameroon or the U.S.A. if you're a great player who wants a challenge.



INSIDE ADVANTAGE

When you play World Cup with the Super Game Boy, you'll find it easier to aim at the inside corners of your opponent's goal. Rack up that score!



POWER KICKS

Each team has a different set of tricks you can use to throw your opponent off guard. If you time your kick right, you can blast a shot past the goal.



TEAM PLAYERS

If you set your Team Options correctly, you can beat even the best teams. Have your teammates pass against fast teams and dribble against slower teams.



THE CREATIVE EDGE

It takes a good player to win the World Cup, but good artists can draw their own cups if they want to.



The colors are nice but something's still missing.

You can build your own custom frame and create an entirely new look for your classic soccer game. If you take the time, you can even make it look like the playing field extends off the game screen.



Make a custom frame to improve the playing field!



Don't settle for dull and drab uniforms. Use this password to get brightly colored uniforms that will stand out against the background!



ALLEYWAY™

Few games have entertained so many for so long. Super Game Boy brings color to Alleyway!

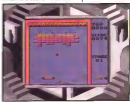


EASY TO LEARN— TOUGH TO STOP PLAYING!

The main object of Alleyway is easy to explain. The player has to hit the ball continuously with the paddle on the bottom of the screen. Each time the ball bounces upwards, it knocks out some of the blocks hanging above. Once all of the blocks have been destroyed, you proceed to the next level. Alleyway gives you 32 levels to

master. Of course, each level is more difficult to get through than the last. With each new level there's a new challenge to overcome. Sometimes, you may have to play with a shortened

paddle. Other times, the ball might travel twice as fast. Although Alleyway is incredibly simple, it still ranks among the all-time video game classics. And Mario's here too...as a pilot!



THE VARIOUS PLAYING FIELDS

In each of the 32 stages of the game, you'll run into one of the four situations shown below. The game includes 24 levels and 8 bonus stages. Once you've cleared all 32 levels, a fanfare plays for you and you get to see the end screen. Naturally, the key to success with this game is a lot of practice and even more patience. In this game, masters are made, not born. Pay close attention to the direction of the ball so you can control it better. And remember the ultimate law of physics: what goes up must come down!

1. NORMAL BLOCK SCREEN

There aren't any special tricks when you're playing in the normal block screen. You can concentrate entirely on maneuvering the ball and destroying blocks.

Try to get the ball above the corridor at the top. You'll wipe out a couple of rows very quickly.



3. ADVANCING BLOCK SCREEN

As you bounce the ball into the bricks, the rows will move down closer to your paddle. Keep knocking out the blocks as quickly as possible since the rows disappear when they reach the paddle. The lower the rows come, the less time you'll have to get to the ball.



2. SCROLLING BLOCK SCREEN

In the second kind of screen, the blocks will shift from left to right, then right to left, and so on. Here, too, try to get the ball between the ceiling and the top row of bricks. It's tough, though, when there aren't many blocks left.

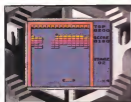
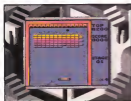


4. BONUS STAGES

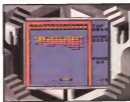
In the bonus stages, the blocks need to be knocked out in a certain amount of time. If you miss the ball, the stage is over. But if you succeed in clearing all of the blocks, you'll collect a bonus.



STAGES 1-3



The first three stages are perfect for learning the basic principles of the game. Sure, it looks easy, but that's just for the first few screens. They allow you to get the feel of controlling the ball and maneuvering your paddle. First and foremost, don't move your paddle around abruptly. If you do, you'll lose control and the ball will go right by you. Instead, try to anticipate the path of the ball so that your paddle will be waiting for it.

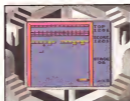
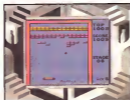

2081-2820-3243


Mario honors us with his presence in this bonus round. With the code above, you can give his clothes the colors he likes best: red and blue.

STAGES 4-6

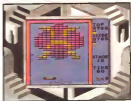
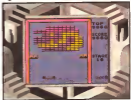
The following stages are a bit more difficult to complete. You'll have to deal with movable blocks. Try to knock a small hole in the wall, and

then send the ball on through to blast away bricks in the upper walls. Be ready for the ball when it finally comes down. It will be moving fast and it's tough to figure out which way it will be going.



OTHER STAGES

As you progress in the game, you'll see even more shapes that you'll recognize from the Nintendo world.


2421-9619-9917

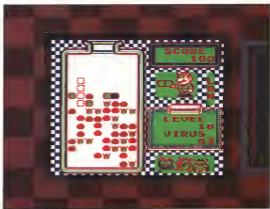

If you enter the code listed above, you'll run into a hopper Koopa Troopa that looks much healthier than usual. A colored turtle? Why not?



There are many, many multi-colored vitamins in this game and you don't need an M.D. to prescribe them for you. If you're not lightning-quick, not even an ambulance will save you.

VIRUS REMEDY

Evil viruses have made themselves at home in Dr. Mario's lab and now they're threatening to spread. But don't worry, because the vitamin tablets from Doc Mario allow you to fight back. Three of the same colored capsules have to be lined up to wipe out a virus. Be careful. The number of viruses varies from level to level, if you don't play your tablets right, they could keep getting higher.



STARTING AN EPIDEMIC

Before starting the game, you can select how many viruses you'd like in the beginning level. You're also given the choice of speed, from slow to fast.



LEVEL 2

In this area, your choices won't affect the game much. In Level 2, the patient merely has the sniffles...



LEVEL 18

In Level 18, the prognosis looks even more grim. First Aid is definitely in order!



VITAMINS MAKE LIFE MORE COLORFUL!

Viruses don't like vitamins, but they really hate the ones from Dr. Mario. To successfully combat a "virus epidemic," stay cool and composed from start to finish. Concentrate on one virus and try not to think about the rest of the bugs. It's also important to keep from building your vitamin stacks too high, otherwise you'll paint yourself into a corner. Watch

to see if the second half of a used tablet will fall onto a match below. That's an important part of setting up a future play.



DOUBLE DOSING

If you're nimble enough, you can stack up several matching vitamin rows to fall on viruses. In the example below, the green tablets will match up, making the white ones fall

and cancel out. In this case, two rows of capsules will be completed with one tablet. Be sure to push the pill quickly, since there's only a second before the next capsule comes. In this

one, two block viruses are in for it. You won't run across this situation often, since it's hard to wait for three all-black tablets.



WILL YOU BE AN MD?

This is what some of the later stages look like that you must master in order to be welcomed into the elite class of doctors. Once you've done

it, you'll be ready to open your own practice. Considering all the diseases you've cured, you've certainly earned your degree.



It'll definitely take more than one try to get past this stage.

Wow! You wore them out! 20 levels at medium speed.



This is just one possibility for colors in Dr. Mario. Give a lot of consideration to your choice, because you've got to recognize the different capsules in an instant.

MARIO & YOSHI™



Big and small Yoshi's are hatching on Mario trays. It's even more fun now that there's color.



SWITCH, MIX, AND MATCH

Mario has taken a part time job in his favorite pizzeria. He's got some pretty bizarre livestock balanced on his trays, though—Baa Buddies, Gaombas, Bloopers, and more. You'll even find some egg shells! If Mario can maneuver a top shell half to land on a stack with a bottom shell half, Yoshi will pop out of the shell to help. And if there are critters between the two halves, Yoshi will swallow them. Two ways to play doubles your fun. In Type A, you try to clear the highest level you can. In Type B, you'll want to clear your trays off completely.



NEW-FANGLED DINOSAUR: YOSHI!

As the levels advance, you'll have to figure out your playing strategy. Play it right and you'll watch your points grow and grow. Try to have as many opponents between the egg

halves as possible. The more creatures Yoshi swallows, the bigger he gets. A bigger Yoshi means more points!

0=SMALLEST YOSHI



4=5=YOSHI WITH WINGS



6=SPARKLING YOSHI



TONS OF YOSHIS MEANS TONS OF POINTS

As you know, you get points when matching creatures that land atop one another, but a hatched Yoshi will give you even more points. This goes for both the A Game and the B Game, although the goals in these variations are different. In Game A, you just want to advance through the levels, but in Game B, you must try to clear off the trays.

ONLY ALLOW STACKS WITH EGGSHELLS TO PILE UP

Don't let your trays stack up too high or Maria will have to quit his job altogether! A high tower is only beneficial if you've positioned an eggshell

down at the bottom. That way, when the top half of the shell falls, Yoshi will pop out and gabble the other critters.



BE READY FOR ANYTHING

Always keep an eye on the top of the frame. That's where you'll spot the next creature to fall first. Since you don't have much time to reposition

Maria with the items falling at a steady rate, plan ahead on which way you'll move the trays.



DIVIDE AND CONQUER

If only "unmatched" items are falling, the best plan is to divide them up. That way, no matter which creature falls next, you'll have the perfect match!



0501-9219-9918



Thanks to the Super Game Boy, the red Yoshi from Super Mario World can visit the Game Boy. If you want to check it out, try the password above.



TETRIS



This puzzle game is an old timer on the Game Boy. What will you want to do first now that there's color?

AS MANY LIVES AS POSSIBLE

The object of the game can be described in only a few words. Different shaped blocks (or Tetros) fall down. You will want to stack them into as many solid horizontal lines as possible. Each time a line is completely filled, it is eliminated.



Eliminating four rows of one time is called a "Tetris."



Getting a Tetris will give you big points. Get a bunch, and your score will go through the roof!

EVERY BLOCK COUNTS

Of course, it's natural that everyone tries to get as many "Tetris'es" as possible, because they earn you a huge amount of points. However, this plan

doesn't always work out. You will not always get blocks that make a perfect fit. Before you know it, your structure may be too high.

KEEP IT LOW

You won't always be able to succeed with the Tetris strategy. From time to time, you will only be able to eliminate one or two rows of a time. It is important that you do not build tall blocks too high.



DON'T MAKE A GAP

Be careful to eliminate gaps in your structure. In the example here, it is better not to use the block to eliminate the bottom row. Instead, build up your structure.

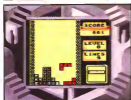


This puzzle game is ideally suited for one color. Add color and it becomes clearer, more obvious and more interesting.

ALWAYS WATCH THE COMING BLOCKS

EXAMPLE 1

The T-Blocks give you a lot more options than most Tetroids. Watching for the blocks to come will help you make the best choice.



In the bottom right corner of the screen, you'll see a small window. It shows you which kind of block will fall next. Always watch this area out of the corner of your eye since it will

EXAMPLE 2

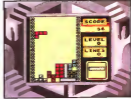
This T-Block gives you a few options, but the upcoming L-Block will only fit one specific way. Keep that space reserved!



help you decide where to place the block that is currently falling. In Tetris, planning ahead is the name of the game.

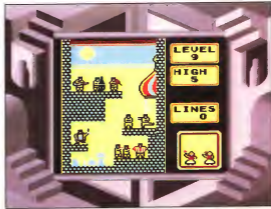
EXAMPLE 3

In this example, the L-Block doesn't fit anywhere. Place the block as flat as possible, and work towards filling the gap as soon as you can.



WAIT FOR YOUR REWARD

Keep it up! If you get 100,000 points or more in the A Game, you'll start a real rocket. The finishing screen for Level 9/High 5 lets you see a Russian show and more...



TROUBLESHOOTING

Before you look for repair service, please try these troubleshooting tips



Problem:

No picture or sound.

The controller does not respond.

Solution:

Is the Super Game Boy correctly inserted into the Super NES Control Deck?

Is your Game Boy Game Pak inserted into the Super Game Boy?

Is the Super NES correctly connected to the TV set? (Read your Super NES instruction manual on how to connect the Super NES to your TV set.)

Is the Super NES controller correctly plugged into the Super NES controller Port #1?

Is the Super NES Mouse correctly connected to the Super NES controller Port #2?

Are you using the same controller type displayed in the Service Icon Window?

If you still can't get your Super Game Boy to function properly, please call the Nintendo Consumer Service Hotline at 1-800-255-3700.

Nintendo®

Nintendo of America Inc.
P.O. BOX 957
Redmond, WA 98052





*Our goal is to try and preserve classic videogame magazines
from years gone by before they are lost forever.*

*Thanks goes out to all the people who make this possible.
From the original editors and writers,
to everyone involved in acquiring and digitizing these magazines.*

*People interested in helping us out, in whatever way possible.
Either by donating classic magazines, scanning, editing or distributing them,
visit us at <http://www.retromags.com>*

*We are only interested in preserving classic magazines
that are at least 5 years out of print.*

*We have no desire or intention to profit from these in any way.
So please, if you come across people trying to sell these releases, don't support them!*

Thank You and ENJOY!

